

Nicola Frachsen

Summary of Qualifications

Dynamic designer and communicator with a focus on accessibility and early-stage projects. Proven ability to research, design, prototype, perform user testing, develop, and plan effectively within teams. Driven, thoughtful, and ensures every interaction is meaningful. Experience in and comfortable with in-office or at-home environments. Able to relocate or travel.

- Effective communication with peers and users; confident public speaker.
- Organized and adheres to plans and expectations.
- Able to design, prototype, develop, and test applications.
- Finds new challenges enjoyable and adapts well to changing situations.

Professional Experience

Project Manager, SAVE History Project – SAVE LGBTQ February 2022 – Present
Miami, FL

- Managing the team chronicling the history of Florida's oldest LGBTQ organization.
- Providing effective task management and communication to keep our varied team on track, and giving constructive feedback on website design and UX writing.

UX Consultant & Writer – Deep Designs, LLC September 2021 – February 2022
Miami, FL

- Created the MVP for VIBES, a project to improve middle school students' social and emotional aptitude and well-being, and provide resources to parents and teachers.
- Generated and applied consistent design language to ensure content was engaging.
- Created accessible interactions and wrote interactive scenarios to connect with students.
- Developed prototypes to present to students using Qualtrics and InVision.

Field Organizer – Florida Democratic Party September 2020 - November 2020
Miami, FL

- Organized, planned, and led official campaign events, featuring LGBTQ elected officials.
- Used remote software to recruit, train, and manage teams of volunteers for phone banking and texting, following up on delegated work in a timely manner.
- Maximized local campaign outreach via data analysis and outside collaboration.

Programming Teaching Assistant – University of Florida January 2017 - April 2017
Gainesville, FL

- Generated class content and plans in collaboration with a professor for a class of 300.
- Directly taught and mentored a group of ~20 students in weekly courses, furthering their talents in Java and Eclipse, and knowledge of the full software development pipeline.

UI/UX Design Intern – Immersed Games January 2016 - April 2016
Gainesville, FL

- Contributed to design of Tyto Online, using Balsamiq for wireframing and sign-off.
- Performed user research and created Personas to further accessibility of software for young students, a group often unacknowledged in software development.
- Contributed to prototyping, A/B testing, and QA to ensure usability of the end product.

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Education

University of Florida – B.S. in Digital Arts and Sciences

August 2013 - May 2017
Gainesville, Florida

Equivalent to Human-Computer Interaction. Included full computer science curriculum and additional coursework in interaction design, UX, UI, and writing.

GPA: 3.87/4.00 – Graduated Cum Laude

Technical Skills

<i>Programming Languages</i>	Java, C++, C#, HTML/CSS, JavaScript
<i>Applications/Design Tools</i>	Invision, Balsamiq, Processing, Qualtrics, Git, MEAN stack, Unity, Maya 3D
<i>Management Tools</i>	Google Suite, Microsoft Suite
<i>Communication</i>	Fluent in English & French. Competed in debate tournaments at state and national levels in high school, awarded for excellence at Harvard Model Congress.
<i>Citizenship</i>	United States and France

Sample Projects

- Donator: Class group project for a client from the Royal Bank of Canada. Designing, and prototyping an app for donating to the homeless. Included user research, interviews, generation of Personas, and reviews with the client. Created using Invision.
- Dying Dreams: Fully audio-based role-playing game designed to be inclusive of the blind, created following comprehensive research and design process. Personal senior project created using Unity and 3D audio technology.
- VIBES: Software platform aimed at providing personalized assistance to middle school students in developing their emotional well-being and interpersonal skills. The platform will also provide parents and educators the ability to support children's social-emotional learning. I developed its MVP and acted as a consultant for design and writing.

Portfolio Available at <https://nicolafrachesen.com>

References Available Upon Request